How to Hide Targets on the Kestrel HUD

If you typically always see all ten targets shown on the HUD and would like to only see a subset of those targets, like shown on the right, there is a simple way to do this with the Kestrel.

How to Hide Targets on the Kestrel HUD

E 3.50 U A		
W 1.20 / 1.60 L		
Range Card…		
Target Card…		

Tgt	Elv	Wnd1
A	1.52U	0.04R
B	0.29U	0.05R
C	0.01U	0.07R
D	0.05D	0.09R

Sctr….	1-Sector
Target Inputs…	
Wind Inputs…	
Designator	ABC
⚙ exit	◀ ▶ adjust
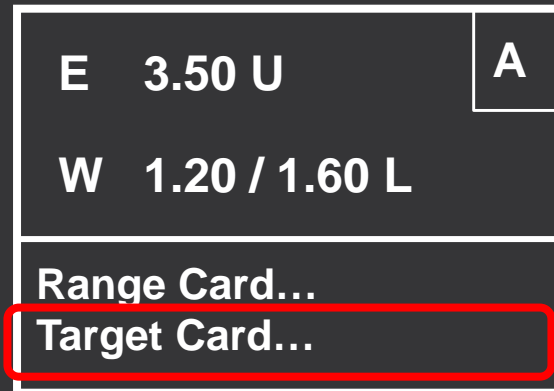
On the main Ballistics screen, scroll down to Target Card and press center button.

Press the center button on more time to get to Target Inputs.

Highlight Target Inputs and press the center button.

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Tgt	DoF	Range
All Tgt DoF		Capt
A	0.29U	0.05R
B	0.01U	0.07R
C	0.05D	0.09R
⚙ exit	◄►	adjust

Scroll all the way down on this page until you see "Clear All Go"

Tgt	DoF	Range
I…	0	100
J…	0.29U	0.05R
Clear All		Go
⚙ exit	◄►	adjust

Press the center button with Clear All highlighted. Press center button again to confirm. "Success" should show up on the screen.

Tgt	DoF	Range
All Tgt DoF		Capt
A	0.29U	0.05R
B	0.01U	0.07R
C	0.05D	0.09R
⚙ exit	◄►	adjust

Next go up and ONLY enter information for targets you want active. Do not adjust any other targets.

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Tgt	Elv	Wnd1
A	0.5U	0.1R
B	0.5U	0.1R
C	0.5U	0.1R
D	0.5U	0.1R
E		
F		
G		
H		
I		
J		

STOPPED

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When you exit out and connect to the Kestrel HUD, only the targets you changed will show up.

Note: Even though the default when you clear targets is 100 yards, if you manually enter 100 yards it will show up on HUD as the Kestrel thinks you want that value in there. Only clearing them and not changing them will remove them from HUD display